

NINTENDOAGE

E-ZINE SPRING 2017



FERRIS SEZ

It's the ezine that just won't quit! That's right, welcome to another edition of the NA Electronic Magazine. Sure, the articles we're written a year ago. Sure, the last issue was over a year ago. But like your friend that just last week said "Wassup?!" or was quoting Chappelle quoting Rick James, we're still around, mwhaha!

As always, we hope that you learn something new in this issue. Personally, I got schooled on Yu-Gi-Oh and Surge protectors. For those of you into the aftermarket scene (you know I am!), I personally wrote an article on the LA: Game Space carts that got delivered last month. If you don't know what I'm talking about, no worries; this is an inside scoop on something few people paid attention to years ago.

So here's a brief guide to this issue. Hope you enjoy it. Thank you to everyone that has poked the NA community enough to keep the ezine going. It only happens because of yous guys. Especially the new graphic designer/layout artist, Gloves. You rock, mang.

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Till next issue! Wait, does that mean we are going to do this again?

- Ferris

This game overview of Double Dragon Neon will have some spoilers. Only read forward if you are well with that. You've been thusly warned!

Double Dragon is a well-known franchise that has had a myriad of releases across several platforms. Most of us older gamers - well relatively speaking, that is - will remember battling it out against the goon and thug hordes in arcades and pool halls of the '80s. I remember watching "The Wizard" and how Jimmy Woods was able to get 50,000 points and how impressive that was. Perhaps even more impressive than reaching that 50k mark was the startling revelation that other players were good enough to actually be aware of what their point total was. He wasn't just focused on staying alive and making it to the end. This thought further cemented my status in gaming mediocrity, but I didn't care.

I played Double Dragon because it was awesome, had a kick-butt theme song, and you got to bust fools and send Abobo (and yes, you too Williams) into the dark abyss. Oh, and let's not forget the crux of the Double Dragon story, you wanted to save the girl-babe from the clutches of the enemy.

Fast forward a couple decades and we get another release from this iconic series by WayForward. This release, paying distinct homage to its '80s roots, is titled Double Dragon Neon.

Right from the title screen, amidst the lush colors and easily recognizable theme song, you feel like you're immersed in a high-def version of your childhood.

Speaking of music, Double Dragon has always been known for its rockin' tunes and this game scores big on that front. The second level, City Streets 2, has the visual flair and bright neon that makes you feel as if you've been time warped back into the 1980's. The audio track "Mango Tango" by Neon Jungle has all the markings of a song from that era, never hinting it was actually made in the year 2012.



"If you have a buddy come over and can play in two-player mode, the game really shines its brightest..."

... Read more on Page 2!



Continued from page 1...

There are level-up mechanics at work that allow the player to improve both special moves and base stats. These improvements can be achieved through the combination of both earning fundage and acquiring different mix-tapes. Mix-tapes, yet another throwback to the use of customized cassette tapes from the 1980s, are semi-random drops available from breaking objects within the levels or from the enemies themselves. All of these stat improvements take place at heavy-metal themed store locations within some of the levels. One-time use items, such as 1-Ups and health boosts are available for purchase as well.

Thematically the game is ripe with ode's to both the Double Dragon series and the 80's. Dodging an attack in the game will provide you with "the glow", which I found to be extremely reminiscent of Berry Gordy's "The Last Dragon." This boost essentially makes all your hits criticals and allows for some extreme butt-kicking without breaking a sweat. It's worth noting that this game was built for co-op game play. If you have a buddy come over and can play in two-player mode, the game really shines its brightest. You can split your health levels with a specific high-five or do a different high-five button combination to achieve "the glow" without ever having to dodge an attack.

Now this game is not without its flaws. Online co-op was a promised feature that never did come to fruition. This is especially disappointing as the game would've been so much more accessible to its intended audience. I would imagine that many people, myself included, are at the point in life when it's much easier (and likely the only feasible option most nights) to hook up with a friend to play games via online play as opposed to local co-op. Another item that some might not appreciate is the tongue-in-cheek nature that the game provides in abundance. The final final boss (yes the two finals was intentional) is named Giga Skullmageddon, which has hybrid look of a cross between Skeletor and Super Shredder.

I know that this review is far from extensive but I hope that from the glimpses into Double Dragon Neon that I've shared that you'll give this game a chance. I found it to be another very enjoyable and refreshing release from Way Forward and hope that you will too. If for nothing else, at the end of each level, you'll get to see both Billy and Jimmy Lee rock their air guitars like Bill and Ted did in their excellent adventure.

Party on, dudes!

- **Stryphos**



Can you find your heart of the Cards?

An Analysis of Yugioh Sacred Cards and Reshef of Darkness

This Dual Pack contains two Yu-Gi-Oh games: **Sacred Cards** and **Reshef of Destruction**. We first will discuss what Yu-gi-oh is, then how faithful both Sacred Cards and Rashef of Darkness is to the universe, and finish with the differences between the two games. So let's take a look at Yu-Gi-Oh!



Yu-Gi-Oh is an anime and manga series from the '90's that follows a young boy, Yugi Muto, and his friends as they overcome adversaries through card duels. It makes card dueling very entertaining and high stakes, as these cards have mysterious powers through a connection to ancient Egypt. There are many memorable characters with awesome hairdos to boot.

Now how faithful are these game series to the universe?

Summon page 3 to find out!

Continued from page 2...

Now how faithful are these game series to the universe?

I would argue these two games are very faithful to the series. However, they do not start you off where the anime or manga occur. So the characters within the game may not be familiar with the characters of the series. These games throw you in to the story line as your own protagonist, a familiar trope we see throughout the majority of the Yu-gi-oh video games. However, while these games may look similar, they are in fact quite different.

Sacred Cards

Sacred Cards takes place in the Marik Saga. Marik is an antagonist who fits into the Egyptian narrative of the story. This game has reasonable difficulty. These are card games, so there are several facets you need in order to complete the overall quest. You need to have good cards, but you need to get money in order to buy them. Also some cards have a certain level you need to be in order to use them. Then there is a certain amount that you are allocated to have for each of these cards, but you can increase this value by winning duels. In this game getting all these facets is reasonable, making this game fun and not too tedious to complete.

Rashef of Destruction

Reshef of Destruction has a similar appearance to Sacred Cards however the game difficulty here spikes drastically. Pretty much every opponent you duel is far more powerful than you throughout the whole story. You would have to do a lot of grinding to even compete it, but in reality this will never happen. So what you must become is a shrewd strategist. You will have to master the elemental weaknesses and get the best magic and trap cards, even if they are highly expensive. One I'd highly recommend is "Swords of Revealing Light," unfortunately it has the high cost of 300.

Also increasing your deck level and getting money is highly difficult. You get very little money in duals, so buying new good cards is hard. In this entry to the Yu-Gi-Oh universe, you travel with two friends for the majority of the game. I recommend that when you enter the card shop, duel them and you can win some pretty good cards. This game is very painful to complete. However, when or if you complete it there is a game plus.

You can enter the hall of eternity, and met the toughest duelists in the game. I recommend using the password 51404976 at the terminal in the shop and talking to Marik. "The Phoenix Ra Card" will make the Hall Eternity far more easier, as well as beating the game in general.

These are both fun adventures, with great storylines and good gameplay. And while Reshef of Darkness can be quite excruciating, when you solve each arduous task you will feel quite accomplished. Like completing a difficult exam that takes a lot of time and effort; when you see that A you will be quite happy!!!

**-TheHero,
aka Issa Kabeer**



SURGE PROTECTION

We have all had it at one time or another- That rats nest of wires behind our entertainment centers where all of our consoles are plugged in. Is it safe to have THAT much stuff plugged in? What if there is a power surge in the area?

This article aims to talk about how these things apply to us, video game collectors. I will focus on the protection of treasured consoles through surge protection, and how to choose one that suits you.

What is a power surge?

A power surge, in basic terms, is when the "normal" voltage, or standard residential voltage of 120v in our situation- rises higher than normal for any reason. It can be minor, like if the lights dim a bit when you turn on the dryer in an older house, or major-like a lightning strike or when a residential transformer blows up. The former isn't really damaging, as its more a cause of a house that needs wiring updated. We are going to focus more on the type that can damage your game systems and electronics.

Lightning strikes hit buildings all the time. Residential Transformers can blow up because of physical damage, or inclement weather. When this happens, up to 80,000 volts or even more can surge through the wiring in your house. If there isn't something standing between your Plugged-in Consoles and the wiring system, Damage can occur.

What do surge protectors do and how to they work?

Most current day surge protectors serve not only to protect electronic equipment, they also allow us to plug multiple things in- Very useful in game rooms or computer areas. While this is very convenient, it is the first purpose that is the most important.

- **A bit about Residential grounding systems**
- The grounding system in a house is designed to give any voltage that's not where its supposed to be the easiest possible path back to the source. It does this through the little round hole on your wall plugs under the two flat square holes. (**Pic C**)
- That ground wire is physically connected to the earth at your electrical service through a ground rod. If your house is old and does not have that little round hole (just 2 flat square holes on the wall plug), then your house doesn't have a proper, modern grounding system, and by theory a surge protector cannot work.
- Any incoming surge that the surge protector sees has no secondary larger path to travel down and has to go somewhere, so whatever is plugged in has to absorb it, usually by releasing it all at once into the circuitry itself causing damage.



(C)

Types of Surge Protection

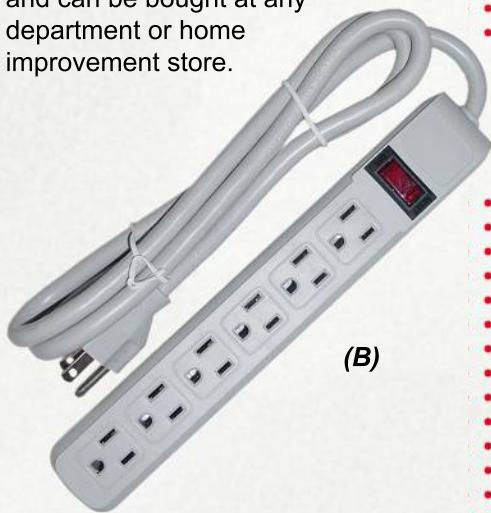
- There are a few different types of ways to protect your consoles from voltage spikes and over current conditions. Some are way better (and more expensive) and some will not even protect anything. They are ranked from worst to best.



(A)

3rd Place: The Department store surge protector (Pic B)

Everyone has a few of these in their house. They are usually white, with a small plastic switch on the top with a little smaller "reset" switch inside or next to it. These are the most basic surge protection you can get, and the most minimum I would recommend. Normally they can only survive one actual surge, and depending on the surge possibly not even one. They run anywhere from \$8 to \$30 and can be bought at any department or home improvement store.



2nd Place: Mid to Professional level surge protectors and line filters (Pic D, D2)

These are the ones you will find in industry, as well as hobbyists like audiophiles, computer enthusiasts etc. You will see brands like monster, or APC that produce these. I recommend surge protectors in this range the most. Usually a good medium can be found between a lower price and a piece of equipment that is good at protecting your consoles and electronics. Surge protectors in this range are designed to handle multiple voltage spikes, and at very high voltages. Some higher end ones may even include a line filter- an option that can iron and smooth out even nominal voltage changes (less than 10v) that are common in residences. They typically cost \$50-\$300 and can be bought online or from dedicated electronics stores like Best Buy.

1st Place: Whole Home Surge Protection and The UPS (Pic E, E2)

At the top of the heap (and priced to match) is the best protection you can get for all of your electronics. Whole home surge protection gets installed in your electrical service by a licensed electrician, and with a proper home grounding system, will protect everything plugged into the wall in your home against the largest surges and lightning strikes. These can run anywhere from \$200-\$1000 with installation depending on the size of your home, and level of protection required. Generally they are supplied by the installing electrician.

The UPS (un-interruptible power supply) is also an excellent choice. While they rarely get installed at the service in residential applications, they can still provide excellent protection to a certain group of equipment. The UPS is not designed to protect entire residences, but it does have something that whole home surge protection does not, and that is battery back-up for a limited amount of time. The UPS is designed to not only absorb and re-route a surge, it will still provide power seamlessly during a black out for usually about 2 hours in consumer applications. These can be used for consoles, but are generally more useful for critical computer loads and internet access while the power is out. A UPS will fetch anywhere from \$50 to \$500 depending on backup time and load required. These units can be found online and at dedicated electronics/computer stores.



CAPTAIN NINTENDO

You have tapped into the Official Nintendo Universe. This is Captain Nintendo with the hottest tips and latest news for the week of May 21st.

In Legacy of the Wizard, you'll find the Shield with the help of Roas' sister, Lyll. From the painting of the Dragon, move to the left until you reach a ladder. Go down the ladder and let Lyll fall three screens to the floor. Then, walk to the right and break the brick above Lyll's head. This will reveal an Inn sign. If Lyll jumps and hits her head against the brick above the Inn sign, the Inn will turn into a Shop. Buy the Shield here. It's expensive, but worth the investment.

EMERALD

I am Emerald, the omni intelligence with information on the latest technology from the video gaming world.

CAPTAIN NINTENDO

Hey Emerald! What's new?

EMERALD

I am now receiving news on a future product that will make Nintendo games pocket sized and portable. A new compact game system and five announced titles with more on the way will come forth late this summer.

CAPTAIN NINTENDO

Sounds fantastic! What's it called?

EMERALD

Gameboy. I'll have more details next week.

CAPTAIN NINTENDO

Thanks for the info.

EMERALD

It's my job.

CAPTAIN NINTENDO

In Level Three of Milon's Secret Castle, it's very important to keep your energy high while going down the Ice Tower. The best way to do this is to move to the left and right as the ice melts under your character's feet, making a wide path so that you're sure to find the Honeycomb. Also, defeat enough of the bats so that you'll receive at least two Umbrellas and have enough fire power to take on the enemy below.

Tune in next Sunday for an all new Captain Nintendo message featuring Ultima. You can call 24 hours a day. Remember, each call costs a dollar fifty, so be sure to get proper clearance. Until next week, This is Captain Nintendo signing off.

So which one is best for you?

Only you can determine what is best in your situation. In reality, the most important thing you can do to protect the electronics in your home is to make sure your home is correctly grounded before surge protection is even thought of. If you don't have a proper grounding system in your home, there isn't much you can really do to protect your game systems other than 100% unplugging them when not in use. A typical house re-wire to bring it up to code can run anywhere from \$5000-\$15000.

Do you want the absolute minimum to protect 2 or 3 consoles and a TV? Go with a basic department store surge protector.

Are you a rabid console collector that wants the best to protect the 10 consoles you play all the time but are strapped for cash? Then the mid level surge protector would be right for you.

- Maybe you have a lot of disposable income and have a ton of money invested in rare obscure game systems, and high end AV and computer equipment. If you want only the best, then whole home surge protection is what you need.



- For those of you that want to have a lot of consoles plugged in at once, and want to individually shut them on or off while protecting them, look into rack mount power supplies and either buy one that has surge protection built in, or pair them up with a decent surge protector. The good thing about this is that they can be easily shut off when not in use, eliminating a physical connection to the wiring system when switched off and causing no extra minor current draw. Keep in mind many new consoles/computers and electronics need to be plugged in 24/7 for updates and online gaming etc., and need to be put in "sleep mode" when not in use.

- In closing, remember that ANYTHING is better than nothing when it comes to protecting electronics and game systems - It all depends on needs and budget. Hopefully this article can steer you in the right direction.

By Corey Palmer, AKA MrWunderful-CA state licensed electrician and Video Game enthusiast

MEMBER SPOTLIGHT

By Ferris Bueller

**Name: Douglas Glover
NA Screenname: Gloves**

Ferris - What's your story? How'd you get into collecting?

I grew up playing NES, and never really considered myself a "collector" as a kid; I just loved playing games! Being born in 1988 I was at the tail end of the NES life cycle, so my childhood was half NES, half SNES, with a dash of N64 sprinkled in for good measure.

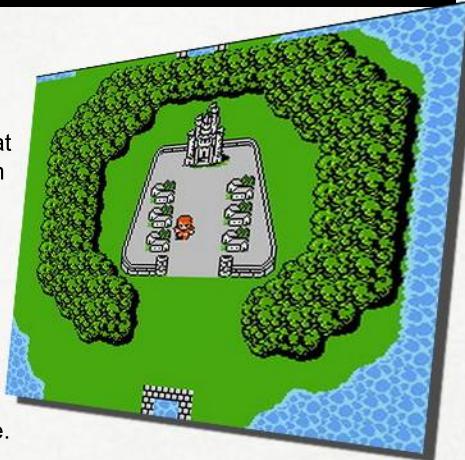
More recently and for the last 8-10 years or so, I've been a die hard "trophy whore"; that is to say I primarily played on Playstation consoles. Around the PS2 days I got more into that since it seemed to be more in tune with my teenage angst (God of War rrraaaagggggghhhhhh!), and I sort of... stuck with it I guess. Trophies happened and my easily addicted mind set into motion a scheme that would steal away a solid 8 years from me. I now have over 900 Playstation games (a tiny amount compared to many collectors, I know), but over 16,000 trophies across them, putting me at 29th place in Canada for "trophy score"; I've been as low as 21st before, but having slowed down I've lagged behind a bit.

Fast-forward to a little over a month ago (January 2017) and you'll see a tired me. I'm sick of obsessing over digital "points" that frankly few people care about, especially when there's simply no end to them; I can never be first, and while I get the occasional "wow that's impressive!" from people with 100 trophies to their name, it's simply not fulfilling. I'm primarily playing crappy games that I don't REALLY want to be playing. It was time to make a... Switch (eeeeeeehhhh!?). I remembered all the fun I had growing up with Nintendo, and I can honestly remember thinking "the last time I TRULY had fun... was on Nintendo". I decided to do what I always wanted to do in the back of my mind - collect NES games! I had always dreamt of a basement - you know the one! Many of you here on NA have considered it yourselves, or even already have one; the retro room! The shrine to all things 8-bit and Zelda and Pokemon and basically all these things that make little me want to cry with delight. I lack the basement, but not the drive! I'm back in the saddle, collecting these really fun games, and I haven't been this excited, nor have I had this much fun, in literally years!

continued...

Ferris - Favorite NES game?

Has to be Final Fantasy. This was my very first RPG ever, as well as the first game I ever traded for. Despite the majority of my childhood games having been stolen I still have the original copy of this that I picked up all those years ago, as it has always been close to me; be it on my dresser in my bedroom or displayed proudly on a shelf, this not-so-rare prize has been close to me for as long as I can remember. I play this game in one form or another at least once a year, start to finish, and often beyond (I love the GBA version with the extra dungeon!). The series has taken a turn that I am none too fond of more recently, but I will always have the classic to return to.



Ferris - Least favorite game?

If we're talking overall, not just Nintendo, it has to be Tom Clancy's Endwar. There's a bit of a short and honestly boring history behind this, so I'll spare the details. Suffice it to say that I loathe this game. It's terrible and I do not suggest it to anyone.

Ferris - Fondest video game related memory?

Staying up through the night waiting for my parents to go to bed, then sneaking out to the living room to play Final Fantasy on the NES with my little brother. I've never been more happy or excited to play a game.

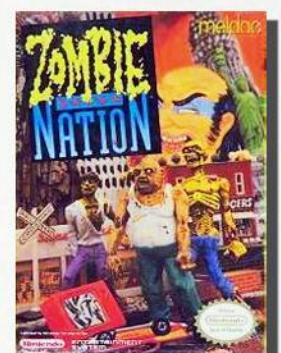
Ferris - Best moment of 2016?

I had an amazing time last year hosting one event in particular at my old forum over on PlaystationTrophies.org - *Trophy Hunters League*! It's an event that used to be held annually, but was put on hold due to issues in the past.

Long story short, participants have to earn as many trophies in one month as they can. We had over 200 participants, which was a HUGE turnout (one of the biggest in site history), and the automation tools I brought to the table for tracking user progress really made the whole thing a breeze to host. It was a great month and I'd happily do it again if they asked me to.

Ferris - Collection goals for 2017?

Awwwww man, collecting! I'm back at it with NES games, and my primary goal right now is to get back the games I had stolen a number of years back. Back when I used to live with my parents we were storing ALL of my games in an apartment storage unit down in the basement for a month or so while we prepared to move, and being in the sketchy end of a sketchy city, looking back it's not a big surprise that someone broke in and stole the majority of my small childhood collection. Some heavy hitters including Snow Brothers, Zombie Nation, The Flintstones, and a full Dragon Warrior set were taken, and it's now hitting me just how much these things cost nowadays! I'm determined though to get back what I can, as I recall absolutely loving each one of these games. I'm mostly trying to buy and sell lots of games, keeping the titles I'm missing from my collection and selling the rest. Thus far I've turned a solid profit, and am on the way to getting back some of these great games!



Ferris – How'd you get roped into keeping the ezine alive? What's your background?

I'm not the type who likes to be bored! Having moved away from trophy hunting on the Playstation side of things and moving over here to NA, I was looking for ways to get involved. I like to be as much a part of a community as I can be, and I don't like half-assing things, so I've been putting in some real effort to be an active part of the various contests and competitions that are going on over here (and having a blast!). When I saw you (Ferris) post on the forum that there was a need for a graphics artist for the ezine, I saw my chance and jumped on it! This seems to be something that the society is really into, and I'm incredibly excited to be a part of it!



When I'm not hosting events or drawing up banners, ezines, etc., I'm a full-time web developer. Currently I am primarily a Front-End Web Developer by title, and am working on becoming a Full-Stack Developer. Fancy titles aside, I build websites! I currently work at BBDO Toronto on some big name brands like Pepsi, Frito Lay (Doritos), Mercedes-Benz, Skittles, Rogers, stuff like that. I also build websites freelance, as well as do graphic design in my spare time!

LA GAME SPACE

~ Or ~

A Four-Year Journey for Five New Music Carts

by Ferris Bueller, aka, "Christian A. Deitering"

A few years ago, I began a quest to collect all aftermarket games made for Nintendo, and a certain music cart had been eluding me at the time: Teletime. A Google alert was set and up popped LA Game Space. They were doing a Kickstarter back in 2012 and had a little side shop that was selling reprints of four music carts, plus a new compilation cart. They were pricey, but I was on a mission and bit the bullet. Poof! \$675 gone!

I came over to NA and posted for the rest of the guys, figuring I couldn't be the only one missing some of these music carts. Wrote my post, shared the link, and that's where it started to get weird.

First, the numbers dipped when I bought my copies, from X amount available down to X-1. But then the numbers went back up on the website later on when I checked back on the site to see if anyone else bought a copy besides me. I remember wondering if the carts were indeed limited, or if I was being victim of a quick cash grab.

Next, the Nintendo music carts weren't being offered through the Kickstarter. They were separate, on a completely different webpage, but I paid through PayPal with a credit card and that made me feel a little more comfortable. When the Kickstarter ended (10,354 backers pledged \$335,657), emails came through about Kickstarter reward fulfillments. Since I technically didn't fund through Kickstarter, I wasn't sure from whom I was supposed to get my carts. It did seem that the two projects were related, though. So I sent the first of what would become many emails...

On Jan 25, 2013, Christian A. Deitering wrote:

I had donated to help out with LA Gamespace on another site, <http://la-game-space.myshopify.com>. Were they associated with you guys or a rogue site?

There were two responses several days later letting me know that I qualified as a founder with extra rewards and that the carts should be ready along with everything else in May or June.

On Jan 28, 2013, LA/GS wrote:

I'm also happy to report that due to the Kickstarter succeeding, you'll be receiving the Keita Takahashi game, 5 classic indie games, and 30+ new game pack as well as founder credit at the Space. These are complimentary rewards for people who donated outside of the campaign. They'll also be ready around May/June.

Sweet. Seems on the up and up. I dropped ideas of making a PayPal claim, sent them a quick note thanking them, and went about life until April 2013 when I get an email to fill out a backer survey to get my rewards. I filled it out, but noticed no personalization questions being asked for the special cart. Time for another email.

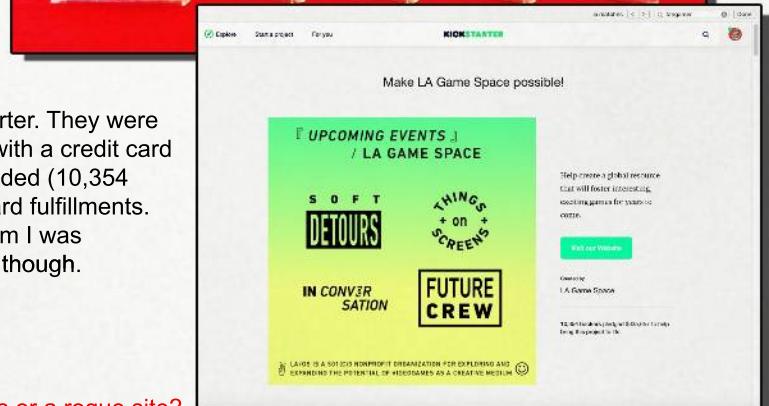
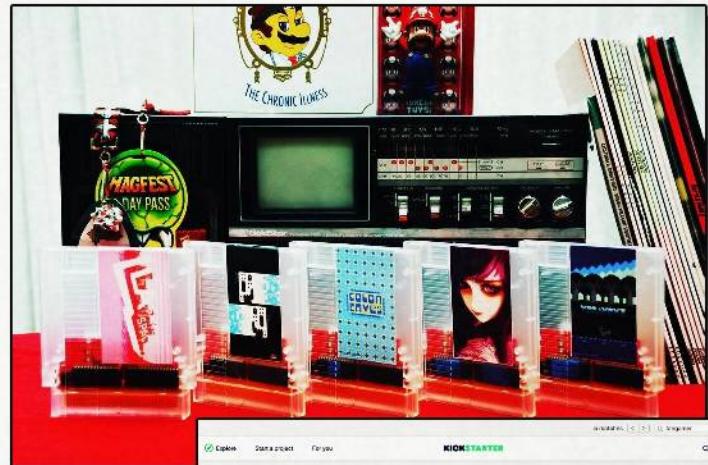
On Aug 28, 2013, Christian A. Deitering wrote:

Still haven't gotten my reward or been asked about the personalization of the multi-cart. Can I get an update?

Couple days later I hear back and recognize a name!

On Aug 31, 2013, LA/GS wrote:

I'd actually been planning on sending an update to everyone who donated for carts this week, and, in particular, ask those who bought personalized carts for more details. Unfortunately, there was a significant delay in receiving the "blanks" from RetroUSB in addition to the creators' delays. We're expecting the cartridges to arrive from NYC by October and to ship them out before the end of 2013.



At the mention of Bunnyboy I calmed down. One, Brian does have his own way of doing things (temporarily unavailable) and a delay seemed plausible. Two, I love his products and am always willing to wait on him because I know when I get whatever "it" may be, it's going to be top notch, a sentiment I convey in my reply.

On Aug 31, 2013, Christian A. Deitering wrote:

I'm actually even more excited by what you just told me... He's (Brian) put a lot of work into having top quality parts available for people doing projects like this one... I'm confident that these will be super nice now.

There's some polite back and forth after that, talking about LA/GS and when it would open (it hasn't, is the short answer to that question) and the inclusion of a Party Time Hexcellent rom in the Founder Pack digital rewards. Another six months go by until I reach out to them again... and again a month later to another LA/GS email account after no reply.

On Feb 20, 2014, Christian A. Deitering wrote:

I wanted to touch base again as we're almost to a year from the last time I heard from ya'll...

On Mar 17, 2014, Christian A. Deitering wrote:

I bought several games a couple years back and never received them. Now my emails are going unanswered from the two people who had gotten back to me before. I'd like any info regarding whether or not you are going to fulfill those orders or if I need to start figuring out how to get my money refunded.

A couple days later they got back to me. The email was very apologetic and seemed sincere. Here's the jist.

On Mar 19, 2014, LA GS wrote:

I understand your concern—and I apologize for the lack of communication... We had no idea there would be such a lengthy production period and would've, at the very least, made it known on the fundraiser site when it was live.

I would then apologize for the tone in my previous email and explain I was getting frustrated at the lack of information being provided to us, the backers of these carts. I suggest sending out an email to us all with an update. Sounds like a reasonable idea, right? Too bad they never did it; six more months go by.

On Oct 6, 2014, Christian A. Deitering wrote:

I thought I'd see if any of my carts have been made.

Radio silence. Later that month, though, I receive an email from Kickstarter. It was a last reminder to fill out my backer rewards survey so Fangamer could distribute the physical rewards. No mention of the carts though, so I reached out to them because this email says it's the last chance to get physical rewards. Outlook, not so good.

On Nov 13, 2014, Fangamer Mailroom wrote:

Unfortunately we (Fangamer) are only handling the fulfillment of the shirts, prints, and zines, and are not involved in the manufacturing or fulfillment of the LA Game Space game cartridges. Sorry about that! Please let me know if you have any other questions. -Steven Campos

Thanks, Steven. Seriously, I didn't know who he was at the time and we'll come back to that in a bit.

That week I fill out a ticket with the LA Game Space, a feature that I don't think is still available, requesting help with my rewards. I also send out an email to anyone I've been in contact with up to that point, which was now up to five different LA/GS email accounts. Honestly, I feel like it's pretty calm, but reading it now I can feel the panic seeping through.

On Nov 10, 2014, Christian A. Deitering wrote:

I'm emailing anyone I can again... received an email saying you were mailing out the last of the physical funding rewards and that if we didn't reply or something we wouldn't be getting them. I'm not sure if that applied to these games... responded and haven't heard back.

Five accounts, zero replies...



2015 rolls around and I'm pretty pissed. I don't like being blown off, especially after paying someone money. Seriously, what the fuck? So I came up with a new plan. Throughout our correspondence, they had dropped a bunch of names: Retrozone, NO CARRIER, Batsly Adams, not to mention the musicians' carts they were reprinting. I started asking questions, beginning with bunnyboy. Here was his reply.

On Feb 2, 2015, *bunnyboy* wrote:

I vaguely remember that Kickstarter, but was not working with them specifically. Don't think they ever sent me messages either. Sorry I can't help but let me know how it goes!

It went poorly overall, Brian, but things picked up from there! Because next I reached out to the musicians and heard back from Alex Mauer. They gave me a rundown from their end of things and a picture of how this all started slowly comes together.

On Feb 11, 2015, *Alex Mauer* wrote:

Don Miller aka No-Carrier was the programmer for Vegavox and all of the other carts... including Teletime. He asked to cash in a favor and allow LA Game Space to re-issue my out-of-print carts. I said SURE with no hesitation because Don has been an incredible friend.

I merely gave them permission and access to my ROMs. I have no idea why they didn't deliver the items... I'm not happy about that... I want it to be clear that I had nothing to do with them delivering the carts, nor did they pay me any licensing fees for using my ROMs.

I apologized for stirring up shit and told Alex I wasn't trying to create bad blood. Especially from people I admire and respect! But I wanted to see these carts get made and if I had to shake some trees, that's what I was going to do. We went on to talk about how I had personally purchased from Alex before when they reprinted their carts with no issues. Alex, you're aces in my book. Later that day I email NO CARRIER who gets back almost immediately.

On Feb 12, 2015, *NO CARRIER* wrote:

I was part of the project... you found the right person to make it all happen. I'm going to reach out... get ALL the names for ALL the carts and find out who ordered what. Then I'll email you and them in a big BCC and make sure everyone has a solid ETA.

And guess what happened? NO CARRIER did exactly what he said! About two weeks later he sent an email to undisclosed recipients with an update on the project. He continued to give updates throughout the rest of the process, from flashing roms to printing labels, all the way up to shipping them out at the beginning of last month. It felt nice to be informed and even better to have seen these carts completed.

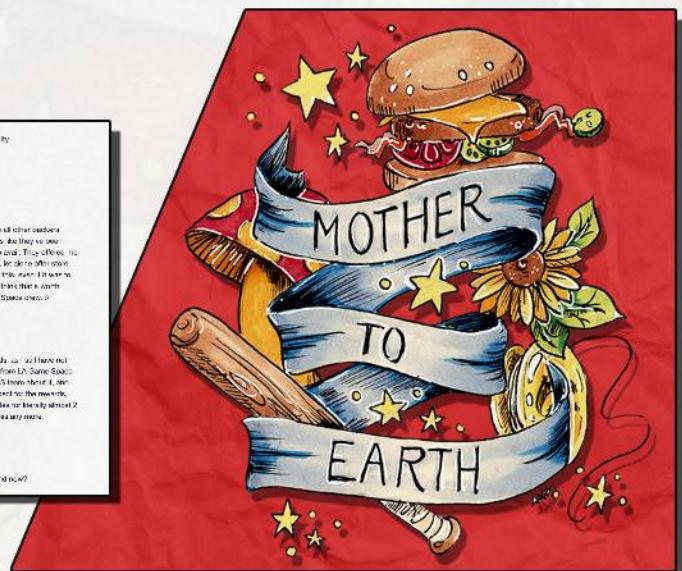
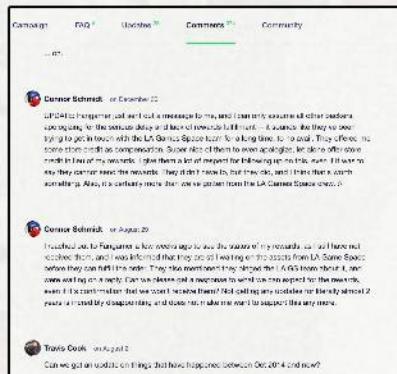
I happened to run into NO CARRIER earlier this year at MAGFest in Washington, D.C. He was running effects for several of the musical acts and I caught him after a show and explained I was the asshole who emailed everyone about LA GameSpace. He laughed and there was a back and forth of apologies from us both, me for pestering anyone involved, him for not making something happen with these carts earlier. Super nice guy.

So I asked him what really did happen, and he mentioned that if you looked at the Kickstarter comments that it wasn't just the carts that got butchered. Since I didn't get the carts through the Kickstarter page, I never thought to go back and look at the campaign after it was done. Low and behold, in the comments someone mentions Fangamer on there.

On Dec 30, *Connor Schmidt* wrote:

UPDATE: Fangamer just sent out a message to me, and I can only assume all other backers, apologizing for the serious delay and lack of rewards fulfillment -- it sounds like they've been trying to get in touch with the LA Games Space team for a long time, to no avail. They offered me some store credit as compensation. Super nice of them to even apologize, let alone offer store credit in lieu of my rewards. I give them a lot of respect for following up on this, even if it was to say they cannot send the rewards. They didn't have to, but they did, and I think that's worth something. Also, it's certainly more than we've gotten from the LA Games Space crew. :)

Back when this all started, I was unaware of Fangamer and their products. Then I met Josh and Evan, Director and Producer of that documentary I'm filming about the unreleased Earthbound game for NES, Mother to Earth. Remember when I hit you guys up for money for Mother to Earth? Anyways, the Mother to Earth's first shoot was a weekend at a conference called... Camp Fangamer!



Turns out Fangamer started off with a steady base of Earthbound related products. Super awesome community. Well guess who I met while I'm at Camp Fangamer? Steven Campos. I wouldn't connect these dots until I started putting together the research for this article and realized we had interacted over two years previously. Small gaming world. I reached back out to Steven and asked him what his take was on the whole LA Game Space campaign.

What I found out was Fangamer was contracted to ship the art prints, zines, and shirts LA Game Space had produced for backers. Remember that email I got back on April 2013 for the backer survey? Well it said you had to do it by a certain date. The only info Fangamer was given was from the surveys done by that date, meaning any backer who didn't do the survey by that date was left out. LA Game Space went as far as telling Fangamer they couldn't ship rewards to anyone who didn't do the survey, even if they contacted them. Then when production began, LA Game Space didn't send enough supplies to fulfill the orders. To top it all off, LA Game Space never even sent them all the digital assets to finish the rewards, leaving some items unfulfilled, a recurring theme with their campaign.

Here's what Steven had to say.

After repeated emails, I eventually told LA Game Space on September 9th 2015 that we (Fangamer)... would need them to provide us with all of their digital art assets... While they did send most of the art assets to us on October 8th 2015, they were unable to provide all of them to us. They stopped replying to our emails altogether since then.

Despite the inaction from LA Game Space, I still wanted to do right by the remaining backers. On December 29th 2016, I decided to send an email with a \$30 Fangamer.com gift card code (per oversold shirt) to each remaining LA Game Space backer we had in our system:

Hey there [Backer],

Unfortunately LA Game space has still not provided us with the necessary assets to re-print their oversold shirts, and they have not been responding to our emails. Therefore, it appears that we are unable to fulfill your remaining shirt.

Fangamer was contracted by LA Game Space to ship the items they had printed to their backers, but unfortunately they did not print enough for everyone. We offered to re-print the oversold shirts for them, but they haven't been able to provide us with all of the assets required.

Regardless, we still don't want you to be left without a shirt. Although it's a consolation, here's a \$30 gift card code you can use to get a free shirt from our Fangamer.com store: [gift card code]

I'm very sorry for all the trouble, and please let me know if you have any questions!

Steven Campos
<http://Fangamer.com>

This was definitely a frustrating experience for us. Our involvement with this project was very limited (contracted to pack and ship orders, not produce merchandise or coordinate reprints), and we still have not been paid for our work, or for the postage we've spent shipping orders. I guess the most frustrating of all is that our company (Fangamer) was more than capable of handling everything efficiently, but our efforts were hamstrung by LA Game Space's inaction. Despite everything though, we still refused to give up on our own obligations, and we did our best to take care of the backers.

If you didn't know about Fangamer, check it out. Camp Fangamer was amazing and you can see above the kind of guys you'll be dealing with. This wasn't even their mistake, but anyone who contacted them thinking they were involved or in charge got something. They rock.

After it was all said and done, NO CARRIER sent me one last email with this breakdown of the cart totals for my Nintendo Aftermarket Guide, along with another apology.

Dude, no real idea how LA/GS went down. It seems that they are still planning a space, if you see here... they say "The launch of our permanent space has been delayed. Institution-building is a lot of work and can take a long time, and the reasons are usually boring to the public. Still, we are proud of everything that LA Game Space has already delivered, enthusiastic about our upcoming events, and still working towards the launch of a permanent physical space."

As far as the carts, it was supposed to be a collaboration between a few people, but I ended up doing it all. There was no real pressure from the LA:GS guys -- and I only volunteered to do it because I thought I'd be working on it with other people. But when they dropped off and I was left with it -- other priorities took place but I always intended to finish them.

Breakdown of Carts	
LA Gamespace	3
Vegavox	4
Vegavox II	5
Teletime	4
Color Caves	4

Here I am at the end of all this and trying to decide if I was a dick or not. I feel that all we really have is our reputation and looking back I don't feel I was ever pushy or negative. I simply felt like a customer who did not get what they paid for and then was shuffled along until they're pushed outside with the door shut behind them. To be honest, I don't do well with people trying to stonewall me, either.

As a fellow Kickstarter for my film Mother to Earth, and as a writer (ask me for one of my screenplays), I feel as if I can see how this could go down. One scenario, especially after seeing the total cart numbers, is that I could very well be just one of five guys. Three of us buying all the music carts, one getting all but the new one, and one more guy getting just Vegavox II. Maybe I'm one of sixteen. No matter what, the numbers here (\$3300) are a drop in the bucket compared to what they got in the real Kickstarter campaign (\$335,657).

Or it could just be this all became too much for the guys running it. They had a good idea, it exploded, they dropped the ball. Not everyone can have the attention to detail that I have. Of course, as you see with the release of this ezine, quality does sometimes take forever.

Or maybe they just took our money and gave us the finger as they host art galleries not in LA Game Space's space. Honestly, my biggest fear is that they got the licensing deal for Party Time Hexcellent's work. I kinda remember seeing somewhere they were going to make a CIB for one of her projects, but after forcing these carts out of them I'm scared her work will never see the light of day.

Oh, and LA Game Space is a 501c3 non-profit. I don't say that to discourage people from non-profits, I point it out more to show how shit like this can give non-profits a bad name. I used to run a non-profit and that might be where some of this anger is coming from. They have the public's trust and they're fucking it up with terrible to no communication. Transparency is key.

Let's end this on a high note. The carts did get made and they're amazing. Thanks again, NO CARRIER, for seeing this through!

- Ferris Bueller, aka, "Christian A. Deitering"

PS – The boards and shells are Retrozone's. Sealie is peaking out at me.





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